

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Normal; usually 5 card

Cue resp: limit or F; jump cue = mixed raise (bal, 4 trumps 7-9 HCP)

New suit = NF; Jump raise = pre

Jump shift = FIT + SUIT

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd Pos = 15-18

Resp: as after 1NT opening

4th Pos = 10-13 HCP (stopper not required)

Resp: cue only force

4th Pos 2NT = 19-21 HCP

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit = pre

2-suit = michaels, 2NT = lower suits; cue on m = Majors; cue on M = OM+m

in 4th = jump overcall = intermediate

### DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Direct cue = michael: over minor = Majors, over major = other major + minor

Jump cue = ask for stopper

### VS. NT (vs. Strong/ Weak; Reopening; PH)

2♣ = majors; 2♦ = 1 Major; 2♥/2♠ = ♥/♠+minor

Pass hand: Dbl = 5m+4M

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Leb after (w2M) Dbl (P)-; 2NT = 15-18

4NT over 3x or 4x = minors or 2 suiter

### VS. ARTIFICIAL STRONG OPENINGS

crash: DBL = reds or blacks; NT = minors or majors, ♣ = H+C or S+D

### OVER OPPONENTS' TAKEOUT DOUBLE

New suit = F when vul; jumps = pre, 2NT = limit+

RDBL = 9+ implies no fit

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	2nd/4th	same, low from honor
NT	attitude	same, low from 3 cards
Subseq	attitude	

Other: vs NT K asks UB/CT

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, Ax+	AKx+;Ax
King	KQ+;AK	KQ10+;AKJ10+
Queen	QJ+;AKQ+	QJ10+;QJ9+;KQ+;KQ10+
Jack	J10+;HJ10+	Same
10	109+;H109+;10x	Same
9	98+;9x	Same
Hi-x	Sx(+);xSx+	Same
Lo-x	HxS;HxxS;HxxSx(+)	HxS;HxxS;Hxx(+S)

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 O = enc;E=dis/sp	Hi/lo = even	O=enc,E=dis/sp
	2 High/low = even	s/p	Hi/lo = even
	3		
NT	1 O = enc;E=dis/sp	Hi/lo = even	s/p
	2 s/p	s/p	Hi/lo = even
	3		

Smith: Hi = enc

## DOUBLES

### TAKEOUT DOUBLES (Style; Response; Reopening)

Opening values; Resp nat; 1NT = const; cue = 1RF

R/O: lighter

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Neg dbl thru 4♦

Supp dbl

resp dbl, 2 unbid suit

dopi/ropi

## WBF Convention Card



Category: Natural - GREEN

NCBO: Israel

EVENT: All

PLAYERS: Ilan herbst

Ophir herbst

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Nat, Acot based, 5♣, 4♥♦, 3♣

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

multi 2♦: 1)wk2M; 2)Str 2M; 3)25-26 NT

2♥,2♠: 55 M(♥/♠)-m, 4-10 hcp

3NT: gambling - solid m

Michaels cue: over 1x 2NT = lower suits

cue on m = Majors, cue on M = OM+m

WJR in comp

WJS

After overcall: JS = FIT + second suit

Trnsf after 1♣ opening

Leb (fast denies stop)

Comp cue = inv or better

### SPECIAL FORCING PASS SEQUENCES

1x-(dbl)-RDBL: F thru 2x

2♣-(any)-pass: F

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

light third hand opening

1NT opening: frequent 14+, can be semi bal shape (possible also single K or A)

PSYCHICS: Rare

OPENING	TICKET	ARTICLE	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	11-21 hcp, 3 only if 4333	WJS; trnsf: 1♦ = 4+♥; 1♥ = 4+♠; 1♠ = 4+♦ 2♣ = 6-9; 3♣ = 10-11 (pre over comp); spl; 3NT=13-15 5♣	checkback; GB2NT; show stop toward NT 1♣-2NT-3M=spl; 1♣-1♦/-1♥/-1♠=3 card 12-14	
1♦			4	4♥	11-21 hcp	as after 1♣b/s trnsf	as after 1♣	
1♥			4	4♦	11-21 hcp	2NT = FG raise; spl = void; 2X=F1; 3NT = good 4♥ (7-10) 4♥=pre; 3♥=inv (pre over comp); WJS	CB; short & long suit trials; 1♥-3♥-3♠ = ask spl, 3NT/4♠/4♦=spl GB2NT	drury
1♠			5	4♦	11-21 hcp	as after 1♥	as after 1♥	as after 1♥
1 NT			3lvl		(14+)15-17 can be semi bal can be with single K or A	2♣=stayman; 2♦-2NT = trnsf; 4♦/♥=trnsf 3♣=puppet; 3♦=(13)(45); 3♥=55M; 3♠=55m 4♣=gerber; 4♠=SF; 4NT=qunt	1NT-2♣-2♦-2♥=Majors weak; 2♠=8-9 4♠ 1NT-3♣-3♦=4M; 1NT-3♠-3♦-4♠=both M; 3♥=none or ♠; 3♠=4♥	
2♣	✓				str art GF (b/s 2NT rebid)	2♥=0-3 (SN); 2♦=4+; 2NT = ♥ positive Jump = semi solid suit	after 2♣-2♦-2M - 2 way spl	
2♦	✓				multi 1) w2M 2) strong 2M; 3) 25-26+ NT	3M = pre p/c	over 2NT - trnsf if W2M; 2♦-2M-2NT = 25-26 NT 2♦-2♠-3♦=♥	agressive W2M in 3rd (may be 5 card)
2♥			5		5-5 ♥+m 4-10 hcp	2NT = ask for m; 3x=nat F	2M - 2NT-3m-3M/4m=inv; OM = M F; Om = m F	
2♠					55 ♠+m 4-10 hcp	as after 2♥	as after 2♥	
2 NT					(19+)20-22 NT	3♣=puppet; 3♦, 3♥, 4♦, 4♥=trf; 3♠=ms; 4♠=SF		
3 bids			6		pre	new suit = F1		may be wild 3rd seat
3NT	✓				gambling - sol m, no o/s A	4♣=p/c; 4♦=ask spl; 4NT=ask extra Q/K		
4♣			7		pre			
4♦			7		pre			
4♥			7		pre			
4♠			7		pre			
								<b>HIGH LEVEL BIDDING</b>
								cue = usually 1st b/f second
								1M-2NT= F raise
								freq spl bids; direct spl over 1M = void
								RCKB, 1st step asks for Q trump, DOPI, ROPI
								Gerber over NT opening
								5NT = GSF with step resp if jump or specific K over RCKB
								lightner dbl